Mile High Strategists – Ruleset and Rules-in-Play – The CP ("Central Powers") ruleset

Twilight Imperium 3rdEd, SE & SotT Expansions (FFG) – FINAL v101_26-JUNE-2019

House Rules ("HR's"):

1. **Dreadnoughts:** DN's roll 2xd10 dice in space battle (1xd10 in Bombardment, 1xd10 for Assault Cannon) – this HR has no effect on Flagships.

2. **Homeworlds to Score or to WIN:** in order to be eligible to win, a player must control all of their original Home System Homeworld planets at the time victory conditions are determined. A Home System *blockade* by another player will not prevent scoring nor winning. A player may not score any Victory Points ("VP's") of any kind, if the player does not control all of the original Homeworld planets of their Home System; this scoring prohibition specifically includes "VoC," "Artifacts" and all Non-Public Objectives. At whatever point in the game victory conditions are calculated, the player who reaches the required number of Victory Points *First* to WIN, or who has the highest number of VP's (in the case of a TLD or other factors preventing the game from reaching its normal conclusion), *and* who also controls all their original Homeworld planets within their Home System, will be declared the Galactic Emperor, and Winner, when the end-game condition is reached.
The Clan of Saar, due to their racial special ability, is *exempt* from any and all requirements related to "Homeworlds" and scoring or winning.*

3. **TI3-SE-SotT Strategy Cards:** the following lists the TI3-SE-SotT Strategy Cards to be used, with the options and HR modifications as indicated;
   (a) All TI3 Shattered Empire Strategy Cards ("SC's") will be used with the below exceptions and HR modifications:
   (b) Options - players may choose either "Warfare" or Warfare II" for SC#6 *{NO Bonus Token for the one NOT chosen} – for 9-player games, "Warfare" will be SC#6.1 and "Warfare II" will be SC#6.2
   (c) "Trade IV" SC#5 - Primary Ability {Do NOT draw Mercenaries}: immediately receive 1 bonus TG, then receive 1 bonus TG for each of your Trade Agreements still in place from the previous game round, you must approve all new Trade Agreements (Note – other players do not receive the bonus TG's from Trade Agreements still in place from the previous game round, only the player activating SC#5 Trade IV does)
      Secondary Ability: spend 1 CC from your SA area to break a Trade Agreement between any two other players and receive 1 TG
   (d) "Detente" SC#2 - Claim the Speaker Token during the Strategy Phase when selecting this card.
      Primary Ability: choose either A) ~OR~ B):
      A) Place the Cease Fire Zone marker in any system where you have at least 1 unit, all players must then place 1 CC from their reinforcements in this system, these CC's cannot be removed by any Action Card nor Strategy Card abilities, if you activate this system, all other players may remove their CC's; or,
      B) Execute the secondary ability of this card without spending any influence nor CC's
      Secondary Ability: spend 1 CC from your SA area and 3 influence to claim an empty planet adjacent to a system you control. Place your Control Marker on the planet.
   (e) "Senator Emeritus" SC#3 - Primary Ability: Draw three Action Cards, 1 Political Card, and then assign the Power Broker token. The Power Broker token provides +3 votes for any voting purpose. You may give the Power Broker token to another player in order to receive 1 CC from your reinforcements. Call, or decide not to call, the VoC. Select a Political Card from the Senate Floor and resolve its agenda per the TI3-base political rules. Secondary Ability: Spend 1 CC from your SA to refresh any one planet of your choice that you control and receive 1 TG.
   (f) "Dominion" SC#8 - Primary Ability: Receive 1 Command Counter from your reinforcements. You may then immediately claim one Public Objective for which you qualify. If you control Mecatol Rex immediately gain [1] bonus Victory Point. During the Status Phase you may claim one additional Public Objective for which you qualify. Secondary Ability: Spend [1] Command Counter from your Strategy Allocation to draw one Political Card and one Action Card.

4. **Pre-Set Map:** all players will discuss, debate and adjust the Pre-Set Map as the group sees fit before random Draw Order Number tokens are drawn, and before Home System locations are chosen.

5. **Clarification:** The Universities of Jol-Nar and the Sardakk N'Orr receive (-1) and [+1] die roll modifiers, respectively, to their combat die rolls for all die rolls which inflict casualties; this includes Assault Cannon, Bombardment, PDS fire, PDS counter-fire and ground force invasion or defense.

6. *(*Note – see List of Optional Rules, item 12, HR#17 also)* **Preliminary and Secret Objective Card Draw:** After all set-up is complete, starting with the Speaker, each Player will, one at a time, draw two Preliminary Objective cards, choosing one and returning the other to the deck. Each Player will then draw three Secret Objective cards, will choose one to keep, and will then return the other two to the Secret Objective deck. Players start the game with one Preliminary Objective and one Secret Objective, players may score either one during any Status Phase, but may never score both for the duration of the game. Once a Preliminary has been claimed, no Secret may be claimed; conversely, once a Secret has been claimed, a Preliminary may not be claimed.

7. **Tie Breakers and Scoring in the Final Round:** in the event of a Time Limit Deadline in the final count for Victory Points ("VP's"), where no player reaches either [14] VP's ("The Long War"), [12] VP's ("Mid-War"), or [10] VP's ("Standard War"), the player with the lowest SC#, and who is tied for the highest number of the VP's, wins the game. Example: in a "TLW" game to [14] VP's, if two players are tied at [13] VP's, the player with the Better Initiative Number; ie, the Lower Strategy Card Number, wins the tie breaker, as they would claim VP's *first*. By tradition, all players are allowed to claim their Victory Points in every Status Phase, even when a player has won the game. There are *No Ties*, ever; the player with the winning score in VP's **AND** the better initiative number (ie, the lower Strategy Card #), WINS.

8. **Sudden Death Victories:** any player who reaches [14] VP's (for "TLW"), [12] VP's ("MW") or [10] VP's ("SW") *during a Game Round* ("GR") instantly wins the game. (Note – the terms "Game Round" aka "GR" and "Game Turn" aka "GT" are synonymous)

9. **Great Race & Home Systems location selections:** *Method will be chosen by the Host, before Game Day.

10. **Public Objectives Selection:** After Great Races have been chosen, and Home Systems assigned, each player, beginning with the Speaker (Draw Number 1) will select [1] Stage I and [1] Stage II Public Objectives to be used during the game.

11. **Galactic Senate (political system variant):** During the first Game Round Strategy Phase, but before Strategy Cards are selected, each player receives a hand of Political Cards equal to two times the number of players, limit 10 PC's per player. Each player chooses two PC's to place on the Senate Floor. These are the agendas that may be voted on during the game when the primary ability of "Senator Emeritus" SC#3 is executed. Each Player keeps 1 PC, the Xxcha Kingdom Player keeps 2 PC's. *See handout.

12. **All Admiral Leader abilities apply to Flagships ("FS's")**

13. **All Dreadnought ("DN") technology advances apply to Flagships:**
   a. Stasis Capsules (+1 GF only), b. Type IV Drive, c. Nano Technology, d. Assault Cannon, et al.

14. **FS's are DN-Class ships for all game purposes** – the 2xd10 DN HR has no effect on FS's.

15. **Invasion Combat Public Objectives:** opponent MU's and PDS units destroyed during a successful invasion combat will qualify a player to claim any Public Objective related to invasion combat, even if no GF's are present. MU's are subject to bombardment. Successfully bombarding and destroying all defending units by an invading player during the bombardment pre-combat step of Invasion Combat does not disqualify a player from claiming Public Objectives related to successful Invasion Combat as long as actual invading, non-PDS units are present.

16. **BEFORE the game begins, players may trade, at their own discretion and agreement, Great Races and Home System locations.**

Errata (1): The SC#8 "Dominion" card allows a maximum of [2] Public Objectives

to be claimed, in total; [1] in the Tactical Action Phase when executing the primary

ability of this card, and [1] in the Status Phase – the text "1 additional PO" in the Status Phase should not

be interpreted to mean "1 *in addition* to the normal '1'" that is allowed to be claimed by any player" irrespective of what

Strategy Card they may possess during the Status Phase.

<u>LIST of the TI3-SE-SotT Optional Rules In-Play from the TI3-SE-SotT Rulebooks:</u>

I. * Leaders (TI3 Base Rules pg's 34-35)

II. * The Long War {modified} to [14] VP's (TI3 Base Rules pg 32) will be used – when TLW is used we will play until one player achieves [14] Victory Points ("VP's"), or, until the agreed upon Time Limit Deadline is reached, or, until one player achieves the "Supremacy!" or "Domination!" Stage II Public Objective card, whichever among any of these comes ***first***

III. * Age of Empire {modified} (TI3 Base Rules pg 33) ** See Also (TI3 FAQ & Errata Version 2.2.1 3/20/2009 pg 1, FFG website) ** – All Players will secretly choose one Stage I and one Stage II Public Objective card to be used during game play, this selection is performed prior to laying out and preparing the Public Objective card deck. The Public Objective cards will then be prepared per the TI3 Base-game Rules pg 7, with all Stage I Public Objective cards revealed at the start of the game, while all Stage II Public Objective cards will remain face-down and secret; until the end of Game Round 4; during item 7 of the Status Phase, when all Stage II Public Objective cards will also be revealed so that now all Public Objective cards, both Stage I & Stage II, are visible to all players. **Stage II Public Objectives may not be claimed until Game Round 5.**

   ** NOTE (!) ** - The Stage II PO "11 Planets" [3] VP's and the Stage II PO "10 Planets" [2] VP's cannot both be in the game, players will vote on which one to remove before the game begins. The Stage II PO [I WIN] "I have at least 4 non-Fighter ships in 2 different players HS's" has also been removed.

IV. * Variant Objectives (SE Expansion Rules pg 9) - we will be using ALL {mixed, base + expn} of the new SE Expn Public Objective cards, including Special Objectives, with the following exceptions: we will not use, (a) "Imperium Rex" & (b) "Four Ships in Two different other player's Home Systems, I Win." The "Supremacy!" and "Domination!" Stage II Public Objective Cards will be used and one will be randomly shuffled into the available Stage II Public Objective cards deck, one of the two will always be in play among the Stage II Public Objectives available for the game

   ** NOTE (!) ** - either the "Supremacy" or the "Domination" Stage II PO will be in play for the game, one of the two will be randomly chosen and added to the available set of Stage II PO's chosen by the players.

V. * Race-Specific Technologies (SE Expansion Rules pg 9, and SotT Expansion Rules pg10)

VI. * Tactical Retreats (SE Expansion Rules pg 11)

VII. * Custodians of Mecatol Rex (SE Expansion Rules pg 11)

VIII. * Facilities (SE Expansion Rules pg 11) – * HR#17; when using the Transfer Action during the Tactical Action Phase of a game round, a player may purchase Facilities, but may only purchase Facilities in one of the activated systems.

IX. * Homeworlds {modified, see * HR#2 above} (FFG TI3 Game Options & Variants Version 1.1, pg 2)

X. * Artifacts (SE Expansion Rules pg 9) which includes the use of Special Objective Cards

XI. * Voice of the Council (SE Expansion Rules pg 11)

XII. * Preliminary Objectives (SotT Expansion Rules pg 10) - * HR#17; during game set-up, after players have selected both their Great Races and their Home System locations, beginning with the Speaker, and then proceeding in clockwise order around the table, each player will draw 2 random Preliminary Objectives, choosing 1 and returning the other to the deck, *AND*, will draw 3 random Secret Objectives, choosing 1 and returning the other 2 to the deck. For the entire duration of the game, a player may only claim either their Preliminary Objective *OR* their Secret Objective, but not both; when one is scored, the other must be immediately discarded.

XIII. * Flagships (SotT Expansion Rules pg 10)

XIV. * Mechanized Units (SotT Expansion Rules pg 11)

XV. * Wormhole Nexus (SE Expansion Rules pg 10)

Galactic Senate political action system for TI3-SE-SotT
- a HR Variant   *v10_28-JUNE-2014*

Note – all players start the game with two Trade Goods ("TG's"), Political Cards may not be spent as Trade Goods with this variant

1. Before the game begins shuffle the Political Card ("PC") deck. During the 1st Game Round Strategy Phase, but before Strategy Cards are selected, each player will draw a number of PC's equal to two times the total number of players, up to a maximum hand-size of 10 PC's. Once all players have received their initial hand of PC's, each player, starting with the Speaker and proceeding clockwise around the table, will select two PC's from their hand to place face-up on the Senate Floor as Agendas. Before the next player goes, this same player must discard all of their remaining PC's into the Political Card discard pile, except one which they retain. Complete these actions by each player until all players have added two agendas to the Senate Floor, and have only one PC still in their hand.
2. The PC draw deck and the PC discard deck are separate and remain so unless the PC draw deck is exhausted, then the PC discard deck is shuffled and becomes the PC draw deck.
3. The face-up PC's represent the Agendas that may be voted on during the political action primary ability of Strategy Card ("SC#3") "Senator Emeritus." PC's are not added to the Senate Floor during the activation of the primary ability of SC#3 "Senator Emeritus."
4. The "Repeal" PC must be removed from the PC card deck, and placed face-up on the specified repeal space of the Senate Floor during Item #1 above.
5. During the Status Phase if a player has three or more PC's in their hand, they may discard three of them to do one of the following:
   a. Receive one Command Counter from their reinforcements
   b. Receive two Trade Goods ("TG's")
   c. Place one PC on the Senate Floor as a new agenda, the PC placed face-up on the Senate Floor may not be one of the three PC's discarded – this means that a player must have at least 4 PC's in hand to perform this placement
6. Racial Abilities – The **Xxcha Kingdom** player may keep two PC's in-hand after initial set-up. The Xxcha Kingdom player may, if they wish, place a PC from their hand as a new agenda to the Senate Floor when forcing an agenda to be discarded with their racial ability.
7. All players receive two Trade Goods at game start.
8. Political Cards may not be spent as Trade Goods.

Central Powers Ruleset with Galactic Senate political system for TI3-SE-SotT

- an HR Variant – *v18_20-JUNE-2017*

FAQ's

1. *"Can I use the Power Broker token when voting on Voice of the Council, or some other vote, and then give it to another player to receive a Command Counter?"*

    No, the choice to keep or give away the Power Broken token ("PBt") during a specific Game Round ("GR") must be made before any votes are conducted, and once made cannot be changed for the remainder of that GR. If the same player selects the "Senator Emeritus" (SC#3) during a subsequent GR, they may make a different choice with the PBt at that time.

2. *"If I have 6 Political Cards ("PC's"), can I discard all 6 during the Status Phase and receive two Command Counters, or 4 Trade Goods, or some combination?"*

    No, a maximum of three Political Cards may be discarded, and only one Command Counter, or two Trade Goods, or one Political Action card placement to the Senate Floor may be made

3. *"When Playing the Galactic Senate variant, can I spend Political Cards as Trade Goods?"*

    No.

4. *"If I have two Political Cards in my hand during the Status Phase, what can I do with them?"*

    Nothing, other than save them for later use

5. *"If my goal is to place an additional agenda on the Senate Floor during the Status Phase, how many Political Cards must I have in my hand to place one there?"*

    Four, three to discard to perform the action, and then one more to place on the Senate Floor

6. *"Can the Xxcha Kingdom player draw the Senator Emeritus Strategy Card (SC#3), select an agenda, then play a Command Counter from their Strategy Allocation to cancel their selected agenda, just to then place one from their hand of Political Action cards on the Senate Floor, and vote on it?"*

    No, the Xxcha Kingdom racial ability cannot be used in this way

7. *"Can I choose the "Repeal" Political Card for the agenda when no laws have been enacted, just to get rid of it, or choose to vote on it just by itself, to get rid of it?"*

    No, the "Repeal" Political Card may only be chosen as an agenda if an agenda has been previously passed, and remains as a still-standing law; only then may the "Repeal" PC be selected for an agenda vote to see if the law selected will be reversed. When "Repeal" is chosen, an enacted law must be selected as the agenda for the "Repeal" vote.

8. *"If the player with the Senator Emeritus (SC#3) strategy card passes me the Power Broker Token, can I pass it to another player to receive a Command Counter from my reinforcements?"*

    No, the Power Broker Token may only be passed once per Game Round.

9. *"Can the Xxcha Kingdom player use their racial ability to force the discard of the "Repeal" card when chosen as the agenda by another player, thus forcing a vote on a different agenda?"*

    Yes, and the "Repeal" card is then discarded and placed in the discard pile.

10. *"If I have drawn SC#3 "Senator Emeritus," when I execute its primary ability, can I choose any Political Card for the agenda to be voted on, or can I only choose ones that I placed there during initial set-up?"*

    You may choose any agenda from the Senate Floor to vote on; you are not restricted to only those which you have placed there.

11. *"With Dreadnoughts that fire 5(x2), [2] d10 dice in space battle, if I get the Assault Cannon technology advance, do I then get to roll [2] d10 dice for Assault Cannon in pre-combat, or 2 dice for Bombardment?"*

    NO. The 2xd10 DN's only roll 2 combat dice in Space Battle, and nowhere else.

12. *"When is the Power Broker Token ("PBt") returned?"*

    The Power Broker Token is returned to the "Senator Emeritus" (SC#3) Strategy Card during Step 7 of the Status Phase, when Strategy Cards are also returned. Unlike the Speaker Token, the PBt is not retained between GR's until the next execution of the given SC's primary ability. The PBt is assigned, rather than "claimed" when executing the primary ability of SC#3 "Senator Emeritus." The player executing the primary ability of SC#3 "Senator Emeritus" may assign the PBt to themselves, granting them +3 Votes for all voting purposes, but this player then forgoes the opportunity to receive 1 extra Command Counter ("CC") from their reinforcements. (There is a misprint on card)

13. *"What happens under the Galactic Senate variant when a given Political Card agenda says "draw another PC, or select another agenda?"*

    If the PC requires a "draw," then the active player must draw another PC from the PC draw deck, if the PC states that the active player must, or may, "select" another PC, then this PC must be chosen from the Senate Floor. If the Xxcha Kingdom player forces an agenda to be discarded with their racial special ability, the player executing the primary ability of SC#3 "Senator Emeritus must select another agenda for a vote from the Senate Floor.

14. *"In a 7 or 8 player game of "The Long War" to [14] VP's, are there extra Stage II Public Objectives?"*

    Yes, there will always be at least 6 as per TLW, however with the Galactic Senate variant 1 Stage II PO is added for 7 players, and 2 Stage II PO's are added for 8 players. *See List of Optional Rules Sec III.

15. *"If I fight a space battle in a system adjacent to the system with the "Cease Fire Zone" marker, can I use a strategic or tactical retreat to move into it, if some or all of my ships survive the first round of space battle?"*

    No, the system with the "Cease Fire Zone Marker" prohibits any and all units from moving into it, until the CFZ marker is removed. This prohibition includes any and all means of moving ships into this system.

16. *"Can the Power Broker Token be used when players vote to settle an argument over rules interpretations, the use of Mulligan Cards, or other "extra-Game" inter-player debates?"*

    No. By convention, any tie in a rules interpretation dispute is broken by the Host.

17. *"If I have lost control of one of my planets in my Home System, and then take an Artifact, and/or receive the bonus Victory Point from "Voice of the Council," are these VP's held in escrow, do I receive them once I regain control of all of the planets in my Home System?"*

> **YES**; upon retaking your Home System planet(s) previously controlled by another player, any VP's you were previously denied immediately become "scored" VP's. This situation can lead to a player instantly winning the game by retaking their Home System planets.

18. *"How many Public Objectives can I claim with SC#8 'Dominion'?"*

> Two, the SC#8 "Dominion" card allows a maximum of [2] Public Objectives to be claimed. The total of two comes from [1] in the Tactical Action Phase, if able, when executing the primary ability of this card, and [1] in the Status Phase, if able – the text "1 additional PO" in the Status Phase should not be interpreted to mean "1 *in addition to* the normal '1' that is allowed to be claimed by any player" irrespective of which Strategy Card they may possess during the Status Phase.

19. *"When is the Power Broker token ("PBt") taken by the player selecting the SC#3 'Senator Emeritus'?"*

> There is a misprint on the Strategy Card. The Power Broken token is given to the player selecting the SC#3 "Senator Emeritus" card during the Strategy Phase, as soon as the player choosing to take SC#3 "Senator Emeritus" selects it; it is not "claimed" at a later time. When executing the primary ability of SC#3 "Senator Emeritus" the player may then assign the PBt to themselves, or another player.

20. *"If another player has selected SC#5 "Trade IV" and executes the primary ability of that Strategy Card, they get 1 bonus Trade Good for each Trade Agreement still in place from a previous game round; when I receive Trade Goods from my active Trade Agreements, do I also get 1 bonus Trade Good for each Trade Agreement still in place from a previous game round?"*

> **NO.** Only the player executing the primary ability of SC#5 "Trade IV" receives bonus TG's from Trade Agreements still in place from a previous game round.

21. *"If a Cease Fire Zone has been declared in a System where I have a Space Dock, may I use the primary ability or the secondary ability of "SC#4 Production" to produce units there, even though my Command Counter is there, and the system is thus already "activated" for me?"*

> **NO.** Under the conditions of the Cease Fire, placing the CFZ marker in a system, no new units may be produced there, moved there, nor otherwise placed there; including units from SC#4 "Production," Action Cards, Tactical or Strategic Retreats, Racial Technologies, racial abilities, nor by any other means not specified here. No Action Card abilities may be used in the CFZ System by any player except the player with SC#2 Détente. If the player with SC#2 "Détente" plays any Action Cards that takes any effect in the CFZ System, the Cease Fire is immediately broken, the CFZ marker is removed, and all players immediately remove their Command Counters placed there. The Xxcha Kingdom is exempt from this rule as long as combat does not occur.

22. *"If I have SC#2 Détente, and I have placed the CFZ marker in a system, how can I intentionally break the Cease Fire should I wish to do so?"*

> The only way to intentionally break the Cease Fire by the player with SC#2 Détente, is to activate the system with a Command Counter from that player's command or strategy pool during that player's turn in the Action Phase, or by executing a strategy card secondary ability that takes its effect in the CFZ system, or to play an Action Card that is "played as an action" that takes its effect in the CFZ system (may include other systems as well).

23. *"If I had the SC#2 "Détente" Strategy Card in the immediately previous game round, can I select the SC#2 "Détente" Strategy Card during the Strategy Phase of the next game round?"*

> No. The SC#2 Détente Strategy Card may not be selected by the same player two game rounds in a row, unless, in a 4-player or 8-player game, there are no other Strategy Cards remaining when it is the given player's turn to select a Strategy Card. A player may remain the Speaker from one game round to the next if no player takes SC#2 "Détente" to reassign the Speaker Token during the Strategy Phase.

24. *"If I have no more remaining Command Counters in my reinforcements and another player activates the primary ability of SC#2 "Détente," am I exempt from placing a Command Counter in the system with the Cease Fire Zone ("CFZ") marker?"*

> No. In this case you would be forced to take a Command Counter from your Race sheet, losing one from any area you choose; Command Pool allocation, Fleet Supply, or Strategy allocation. No player is ever exempt from placing a Command Counter in the CFZ system.

25. *"With the Revised Xxcha Kingdom racial abilities, does ignoring 1 hit during pre-combat include PDS fire and Bombardment?"*

> Yes. This ability applies to both Space Battle and Invasion Combat when the Xxcha Kingdom player is the defender (cannot be the active player), and will trigger even when the Space Battle and any ensuing Invasion Combat(s) occur in the same activated system, including multiple Invasion Combats occurring in the same system. In addition, if more than one planet is invaded by an opponent in the same activated system, each Xxcha Kingdom planet held by Xxcha Kingdom units (including PDS units) may ignore 1 hit during pre-combat (such as Bombardment) AND 1 Xxcha Kingdom GF unit present on each planet invaded may ignore 1 hit once Invasion Combat commences.

26. *"With the Revised Yin Brotherhood racial ability, do I actually have to invade with a unit, either an MU or a GF, in order to get my "free" ("religious conversion") GF unit?"*

> Yes, however there <u>must be at least 1 opponent GF unit present defending</u> against an invasion in order for the Yin conversion ability to be triggered. If the opponent planet is held by only 1 defending GF unit, even though no actual combat die rolls will occur since the Yin Brotherhood racial special ability will automatically "convert" it (removing 1 opponent GF unit, if present, and adding 1 Yin GF unit), this invasion combat still qualifies the Yin Brotherhood player for any Public Objectives related to a successful Invasion Combat. If the Yin Brotherhood player takes an empty planet, either neutral or controlled by an opponent player, or if there are no enemy GF units present, the Yin Brotherhood player does not receive a "free" conversion GF unit.

27. *"The rules regarding Facilities state that I can only purchase Facilities (Refineries & Colonies) when activating a system with a Tactical Action. Can I build/purchase a Refinery or a Colony when using a Transfer Action?"*

> Yes, under the Galactic Senate CP Ruleset, a player may purchase Refineries or Colonies when using the Transfer Action, but may only build them in 1 of the activated systems.

28. *"Can the player playing The Winnu use the original SE version of The Winnu's racial technology 'Biopic Recyclers'?"* **YES.**

29. *"The Xxcha Kingdom Flagship card states that the unit has 2 PDS units with Deep Space Canon "when attacking," what happens when an opponent activates a system with the Xxcha FS in it, or one adjacent to it?"*

> The term "attacking" here refers to rolling combat dice to inflict hits, the Xxcha FS player is not required to be the active player to use the PDS with DSC technology capabilities of the Xxcha FS.

30. *"Can the Ghosts of Creuss player move their ships into and out of wormholes occupied by opponent non-Fighter ships when using wormholes for movement (not normal movement), if they do not have Lightwave Deflectors, by using their racial special ability as printed on their race sheet?"* **YES.**

31. *"If I have the Gen Synthesis technology advance, and I have only one Home System ("HS") planet; if my HS planet is invaded by Invasion Combat, can I respawn my GF units and immediately return my successfully respawned GF units to my HS planet at the end of every round of Invasion Combat?"*

> **NO.** Under the "Galactic Senate - Central Powers" ruleset, the Gen Synthesis technology advance has been modified such that successfully respawned GF units from Gen Synthesis are not returned / placed until the beginning of the player's next turn. If the player has Passed, the respawned GF's are returned to a controlled HS planet during the Status Phase. In this example, if the invaded player has a single HS planet, and if that player loses control of their HS planet, any successfully respawned GF units from Gen Synthesis are destroyed as they have no HS planet to be legally returned to. Placement of respawned Gen Synthesis GF units occurs after Invasion Combat has been concluded, and at the beginning of the player's next turn. If these GF units cannot be returned / placed on a controlled HS planet when the player's next turn begins, or during the Status Phase if the player has Passed, they are simply destroyed.

32. *"If I took control of all of the HS Homeworld planets one player's Home System, and I then take control of all of the HS Homeworld planets of the Clan of Saar Home System, can I claim the Stage II PO 'Domination – I WIN'?"*

> **NO.** The Clan of Saar HS does not count as a "Home System" in several respects: the Clan of Saar player does not need to control their HS Homeworld planets to score VP's or to Win, the Clan of Saar's HS Homeworld planets, and the system, are not qualifying HS's nor Homeworlds in regards to several Public Objectives such as the Stage II PO "Domination – I WIN," the Clan of Saar HS does not qualify as a HS in regards to the Secret / Preliminary Objectives "Threatening (SO)," "Antagonist (PrlO)" nor "Conqueror (SO)." This list is not comprehensive, for any type of scoring objective that requires a Home System or Homeworlds as part of completing that objective; the Clan of Saar's HS & Homeworlds will not qualify.

33. *"Under the Galactic Senate – Central Powers ruleset, can I produce 1 fighter and 1 GF by spending 1 Resource?"*
> **YES.**

34. *"How does the red technology advance 'Graviton Negator' affect Flagships, since under the Galactic Senate – CP ruleset, Flagships are DN-class ships?"*

> All DN technology advances benefit Flagships; this includes the yellow "Nano Technology," the blue "Type IV Drive," the red "Graviton Negator" and all others ("Assault Cannon, 1xd10 die" etc.). "Graviton Negator" allows a player's Flagship to perform Bombardment at a base combat value of 5x(1) {1xd10 die rolled for a "5+"}, through PDS Planetary Shields. Other racial and special ability modifiers do apply: Examples - Sardakk N'Orr FS Bombards at 4x(1) plus any other relevant drm's, the L1Z1X Mindnet FS Bombards at 4x(1) plus any other relevant drm's; the Barony of Letnev FS receives 1 bonus die from the "Graviton Negator" red technology advance, and Bombards at 5x(2) plus any other relevant drm's.

35. *"Under the Galactic Senate – Central Powers ruleset, does the Sardakk N'Orr Flagship provide a [+1] drm benefit during Invasion Combat, and for all other combat die rolls such as PDS fire, DSC PDS fire, when the FS is in the same system?"*
> **YES.**

Sardakk N'Orr

Racial Abilities

~ *You receive a* **[+1]** *to all combat die rolls; this includes PDS fire, all pre-combat rolls, and any die roll used to inflict a hit.*

~ *When you execute the secondary ability of Warfare, you may choose to execute the primary ability instead*

~ *Your PDS unit cost is 1 resource; when you activate a system containing your PDS units, your PDS units may produce 1 PDS unit each if they did not move this Game Round; you may have up to 3 PDS units on any single planet*

*{Note – leave starting units unchanged, no other revisions}

Racial Technology – "Febrile Berserker Mutation" [+1] Resource: At the end of every round of space battle or invasion combat, up to two of your units taken as casualties may roll 1 additional combat die each, use the unit's modified combat number to inflict additional hits.

Xxcha Kingdom

Racial Abilities

~ When executing the secondary ability of the Détente Strategy Card, you may choose to execute the primary ability instead. You may activate the Cease Fire Zone System that you declared without breaking the Cease Fire as long as no combat occurs, and other players may not remove their Command Counters there. If any combat occurs from this activation, the Cease Fire is broken.

~ Immediately after a Political Card agenda has been read, you may spend a Command Counter from your Strategy Allocation area to discard that card and have another Political Card agenda selected.

~ Whenever you are the defender (you cannot be the active player): your opponent receives a **(-1)** for all die rolls rolled against you in all pre-combat rolls, PDS fire, and all rounds of space battle and invasion combat; you may always ignore 1 hit from any opponent pre-combat ability; during invasion combat one of your Ground Force units present may ignore 1 hit.

*{Note – leave starting units unchanged, no other revisions}

Embers of Muaat

Racial Abilities

~ Your Warsuns have a base movement of 1; this improves to 2 when you acquire the Deep Space Cannon technology advance.

~ As an action, you may spend 1 Command Counter from your Strategy Allocation area to place 2 free fighters or 1 free Destroyer in any one system containing one of your Warsuns or Space Docks.

~ Your ships may move through, but may not end their movement in, Supernova systems.

~ You may produce a 3rd Warsun in your Home System; you may have up to 3 Warsuns.

Racial Technology: "Fighter Drones" [+2] Resources: During a round of space battle, you may discard one fighter from each of your Warsuns to have each Warsun roll 1 extra combat die

*{Note – leave starting units unchanged, no other revisions}

Yin Brotherhood

Racial Abilities

~ Before any Invasion Combat begins in which you participate, if your opponent has at least 1 Ground Force unit, your opponent loses 1 Ground Force unit, and you gain 1 Ground Force unit

~ Immediately before the second round of a space battle, you may discard 1 of your participating destroyers or cruisers to choose 1 opposing ship present and immediately inflict 1 hit on it

~ Once per game round, as an action, you may place your control marker on an unexhausted planet card you control. Until the end of the game round, its influence and resource values are reversed.

Racial Technology: "Dehydra Chambers" [+3] Resources: your Destroyers gain +1 movement and [+1] to their combat die rolls. Your Destroyers may also use the Stasis Capsules technology advance, when acquired.

*{Note – leave starting units unchanged, no other revisions}

Barony of Letnev

Racial Abilities

~ *Before any Space Battle or Invasion Combat round, you may spend 2 Trade Goods to give all your spaceships + 1, or all of your Ground Forces + 2, on their combat die rolls for that combat round*

~ *Your fleets may always contain 1 more ship than your number of Command Counters in your fleet supply*

~ *When you execute the secondary ability of Production to produce units at one of your space docks, you receive 2 free Trade Goods and you may produce up to 5 units, you may not exceed the space dock's production capacity*

~ *You may produce a 5ᵗʰ Carrier and a 6ᵗʰ Dreadnought*

Racial Technology: "L5 Disruptor Weapon Systems" [+3] Resources: During Invasion Combat your Ground Force units may use your racial special ability without paying any Trade Goods. You may also spend 1 Trade Good during each combat round to have your Mechanized Units gain [+1] to their combat die rolls or to have all your non-Fighter ships gain [+1] to their combat die rolls.

*{Note – leave starting units unchanged, no other revisions}

The Winnu

Racial Technology "Biopic Recyclers": The Winnu may use the Shattered Empire version (original) of their Racial Technology Biopic Recyclers.

*{Note – leave starting units unchanged, no other revisions}

The Ghosts of Creuss

Racial special ability: The Ghosts of Creuss may use their racial special ability as per the text on their race sheet, regarding use of and movement via Wormholes even when a Wormhole system hex is occupied by enemy non-Fighter ships and the Ghosts of Creuss player does not yet possess the Lightwave Deflectors technology advance. (This modification returns the Ghosts of Creuss to their original racial special ability as defined by the text on the Ghosts of Creuss race sheet before being adjusted downward by a later FAQ)

*{Note – leave starting units unchanged, no other revisions}

Sardakk N'Orr

Racial Abilities

~ You receive a **[+1]** to all combat die rolls; this includes PDS fire, all pre-combat rolls, and any die roll used to inflict a hit.

~ When you execute the secondary ability of Warfare, you may choose to execute the primary ability instead

~ Your PDS unit cost is 1 resource; when you activate a system containing your PDS units, your PDS units may produce 1 PDS unit each if they did not move this Game Round; you may have up to 3 PDS units on any single planet

*{Note – leave starting units unchanged}

Racial Technology – "Febrile Berserker Mutation" [+1] Resource: At the end of every round of space battle or invasion combat, up to two of your units taken as casualties may roll 1 additional combat die each, use the unit's modified combat number to inflict additional hits.

Xxcha Kingdom

Racial Abilities

~ When executing the secondary ability of the Détente Strategy Card, you may choose to execute the primary ability instead. You may activate the Cease Fire Zone System that you declared without breaking the Cease Fire as long as no combat occurs, and other players may not remove their Command Counters there. If any combat occurs from this activation, the Cease Fire is broken.

~ Immediately after a Political Card agenda has been read, you may spend a Command Counter from your Strategy Allocation area to discard that card and have another Political Card agenda selected.

~ Whenever you are the defender (you cannot be the active player): your opponent receives a **(-1)** for all die rolls rolled against you in all pre-combat rolls, PDS fire, and all rounds of space battle and invasion combat; you may always ignore 1 hit from any opponent pre-combat ability; during invasion combat one of your Ground Force units present may ignore 1 hit.

*{Note – leave starting units unchanged}

Embers of Muaat

Racial Abilities

~ Your Warsuns have a base movement of 1; this improves to 2 when you acquire the Deep Space Cannon technology advance.

~ As an action, you may spend 1 Command Counter from your Strategy Allocation area to place 2 free fighters or 1 free Destroyer in any one system containing one of your Warsuns or Space Docks.

~ Your ships may move through, but may not end their movement in, Supernova systems.

~ You may produce a 3rd Warsun in your Home System; you may have up to 3 Warsuns.

Racial Technology: "Fighter Drones" [+2] Resources: During a round of space battle, you may discard one fighter from each of your Warsuns to have each Warsun roll 1 extra combat die

*{Note – leave starting units unchanged}

Yin Brotherhood

Racial Abilities

~ *Before any Invasion Combat begins in which you participate, if your opponent has at least 1 Ground Force unit, your opponent loses 1 Ground Force unit, and you gain 1 Ground Force unit*

~ *Immediately before the second round of a space battle, you may discard 1 of your participating destroyers or cruisers to choose 1 opposing ship present and immediately inflict 1 hit on it*

~ *Once per game round, as an action, you may place your control marker on an unexhausted planet card you control. Until the end of the game round, its influence and resource values are reversed.*

Racial Technology: "Dehydra Chambers" [+3] Resources: your Destroyers gain +1 movement and [+1] to their combat die rolls. Your Destroyers may also use the Stasis Capsules technology advance, when acquired.

*{Note – leave starting units unchanged}

Barony of Letnev

Racial Abilities

~ *Before any Space Battle or Invasion Combat round, you may spend 2 Trade Goods to give all your spaceships + 1, or all of your Ground Forces + 2, on their combat die rolls for that combat round*

~ *Your fleets may always contain 1 more ship than your number of Command Counters in your fleet supply*

~ *When you execute the secondary ability of Production to produce units at one of your space docks, you receive 2 free Trade Goods and you may produce up to 5 units, you may not exceed the space dock's production capacity*

~ *You may produce a 5th Carrier and a 6th Dreadnought*

Racial Technology: "L5 Disruptor Weapon Systems" [+3] Resources: During Invasion Combat your Ground Force units may use your racial special ability without paying any Trade Goods. You may also spend 1 Trade Good during each combat round to have your Mechanized Units gain [+1] to their combat die rolls or to have all your non-Fighter ships gain [+1] to their combat die rolls.

*{Note – leave starting units unchanged}

The Winnu

Racial Technology: "Biopic Recyclers": The Winnu may use the Shattered Empire version (original) of their Racial Technology Biopic Recyclers.

*{Note – leave starting units unchanged, no other revisions}

The Ghosts of Creuss

Racial special ability: The Ghosts of Creuss may use their racial special ability as per the text on their race sheet, regarding use of and movement via Wormholes even when a Wormhole system hex is occupied by enemy non-Fighter ships and the Ghosts of Creuss player does not yet possess the Lightwave Deflectors technology advance. (This modification returns the Ghosts of Creuss to their original racial special ability as defined by the text on the Ghosts of Creuss race sheet before being adjusted downward by a later FAQ)

*{Note – leave starting units unchanged, no other revisions}

The Ghosts of Creuss player is the RED player, and has ships in System Hex #1 (lower right hand corner); the green check marks show System Hexes that The Ghosts of Creuss player may activate and legally move to using either normal movement, or The Ghosts of Creuss racial special ability; the examples of movement destinations using The Ghosts of Creuss racial special ability are System Hexes marked with a #2 or a #3.

Assumptions in this Example:

I. The RED player has the Gravity Drive technology advance

II. The RED player DOES NOT have the Lightwave Deflector technology advance

III. Example #4, movement to System Hex #4 displays an illegal activation destination using a flank speed Action Card (total movement of 4), since the Ghosts of Creuss player does not possess the Lightwave Deflectors technology advance, Normal movement through an enemy fleet with 1 or more non-Fighter ships is not allowed